

FIG. 2

PGIT		PGI	
PGI #1		RBP	
:		0 to 0	reserved
PGI #m		1 to 1	PC_TY
		2 to 3	c_Ns
		4 to 131	PRM_TXTI
		132 to 133	IT_TXT_SRPN
		134 to 141	REP_PICTI
			Total
			142

FIG.3

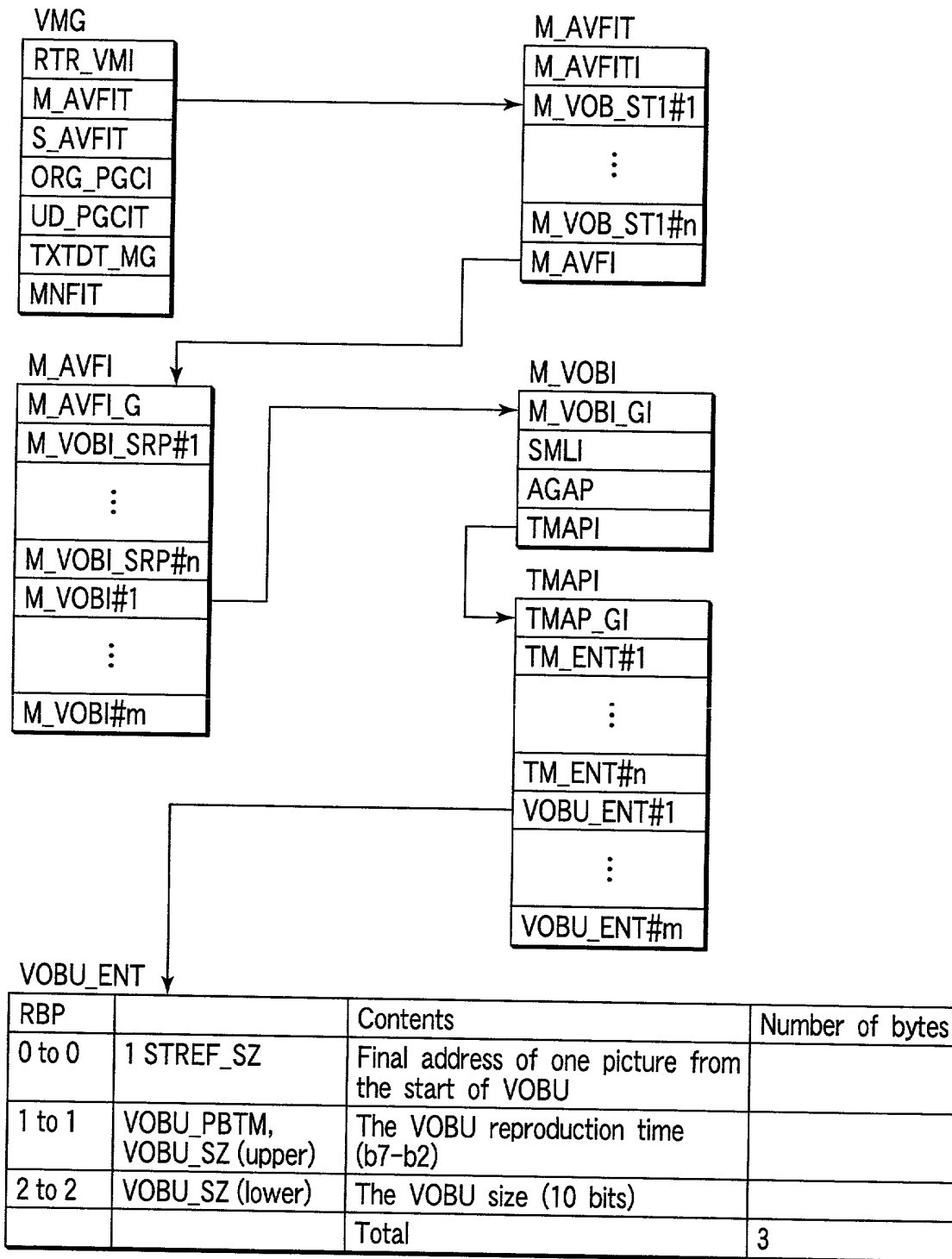


FIG. 4

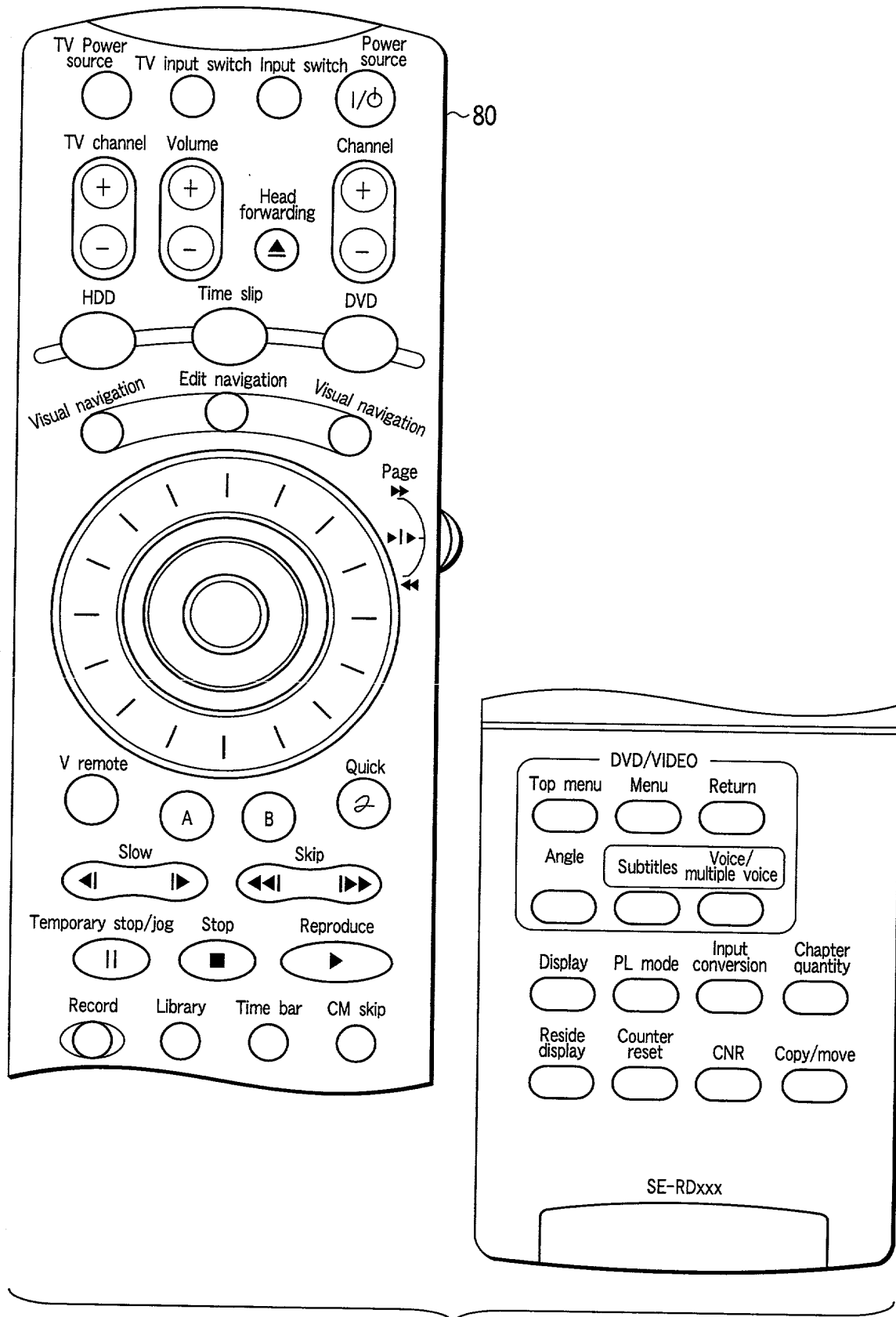
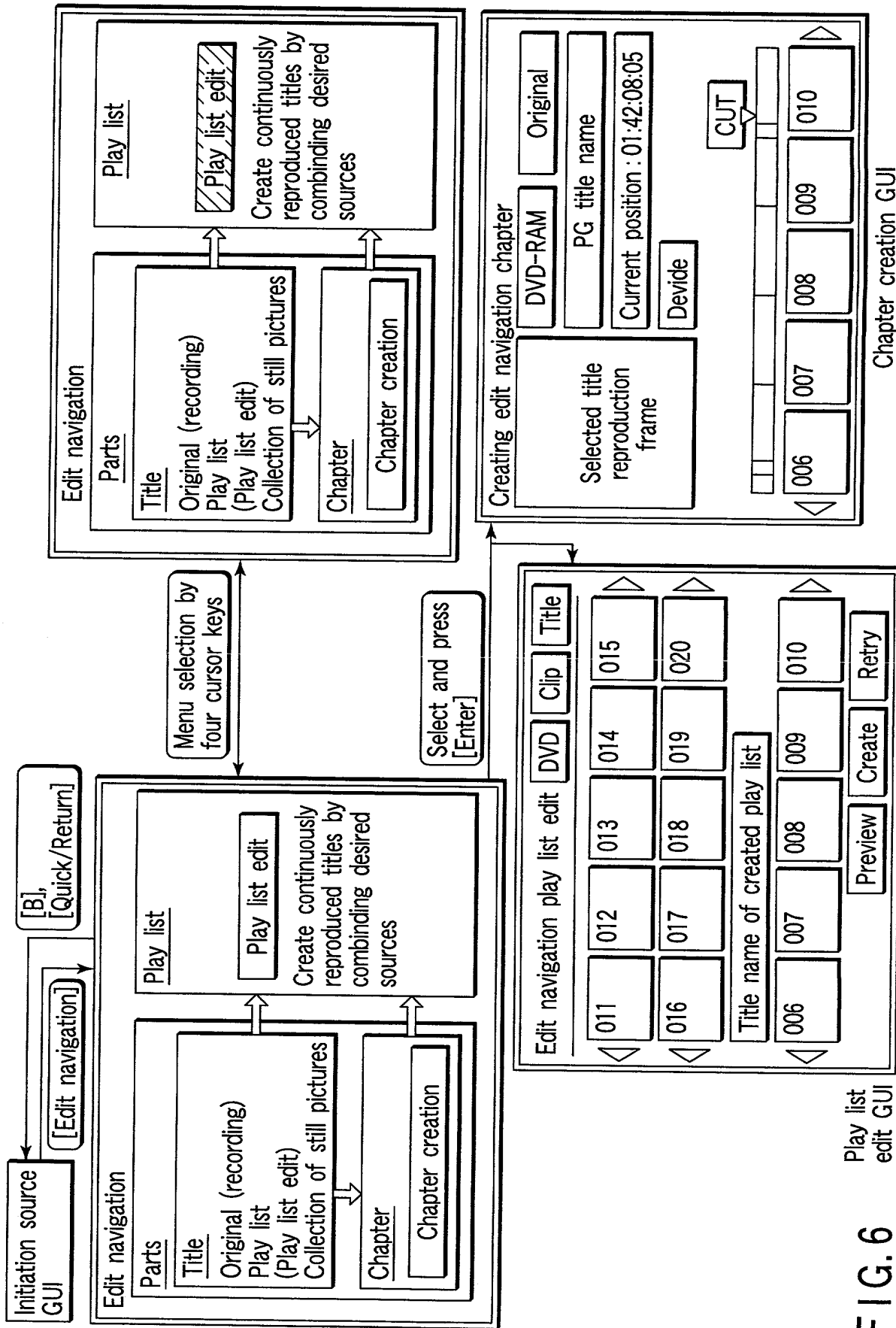


FIG. 5



Play list  
edit GUI

FIG. 6

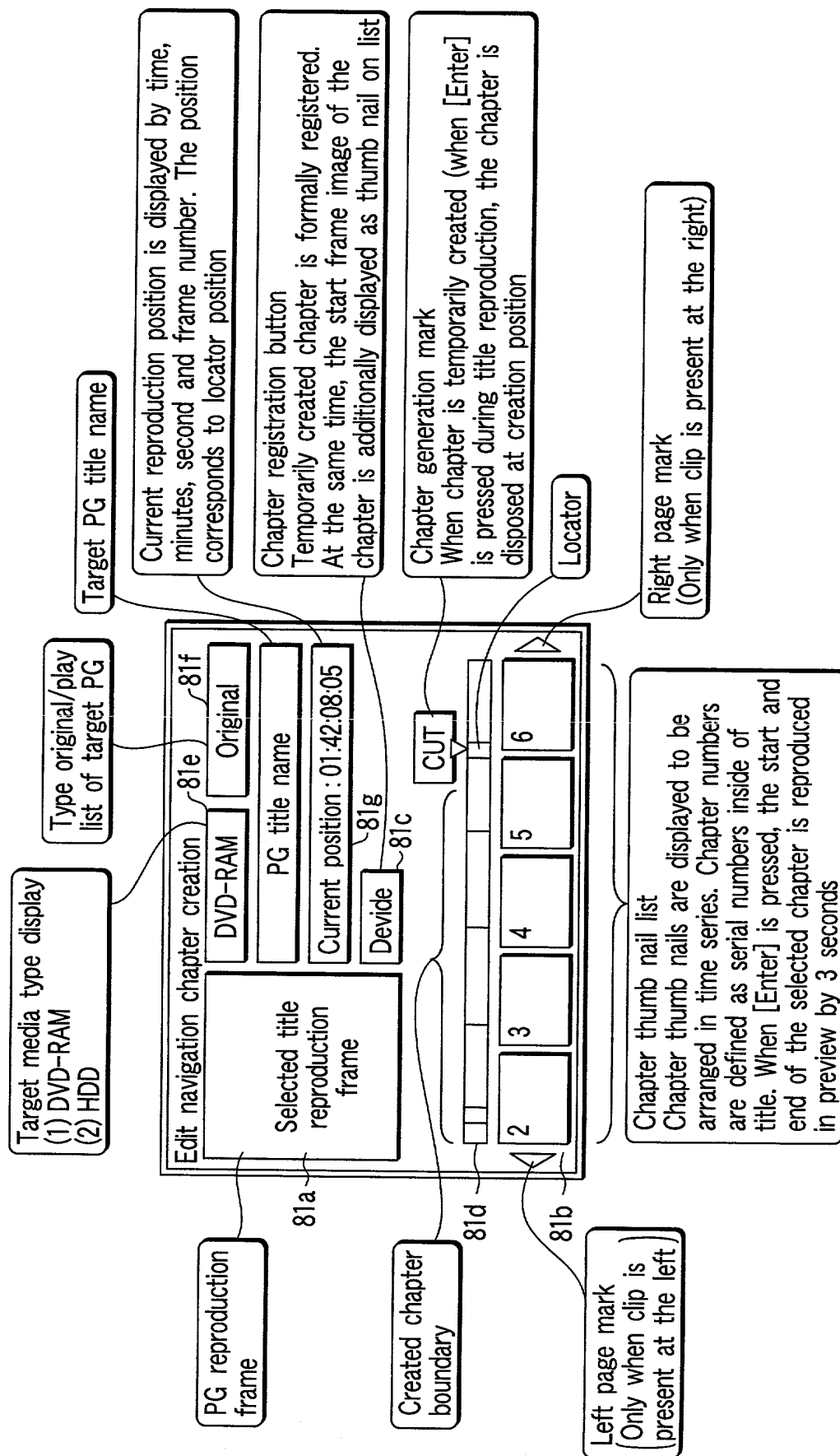


FIG. 7

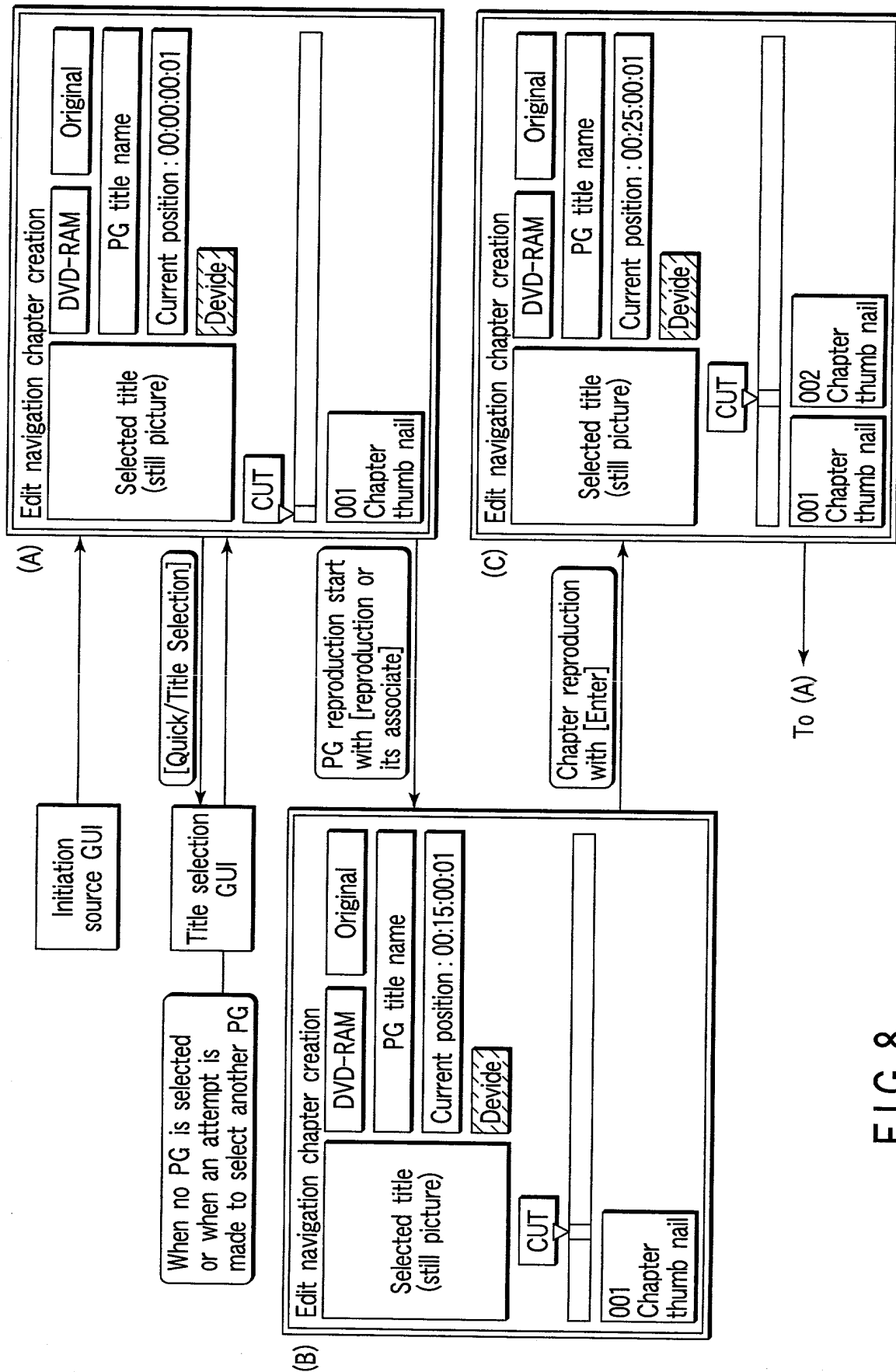


FIG. 8



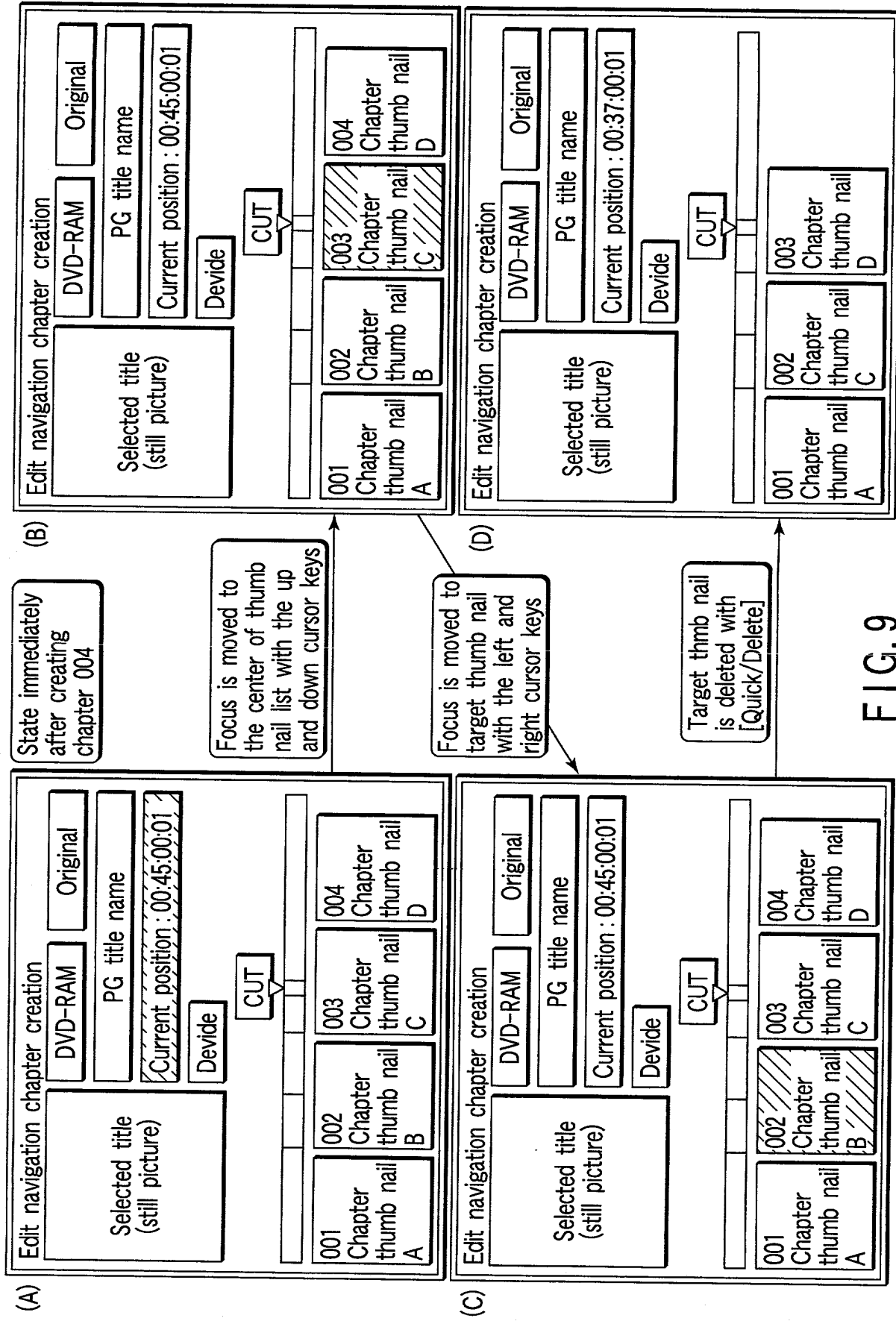


FIG. 9

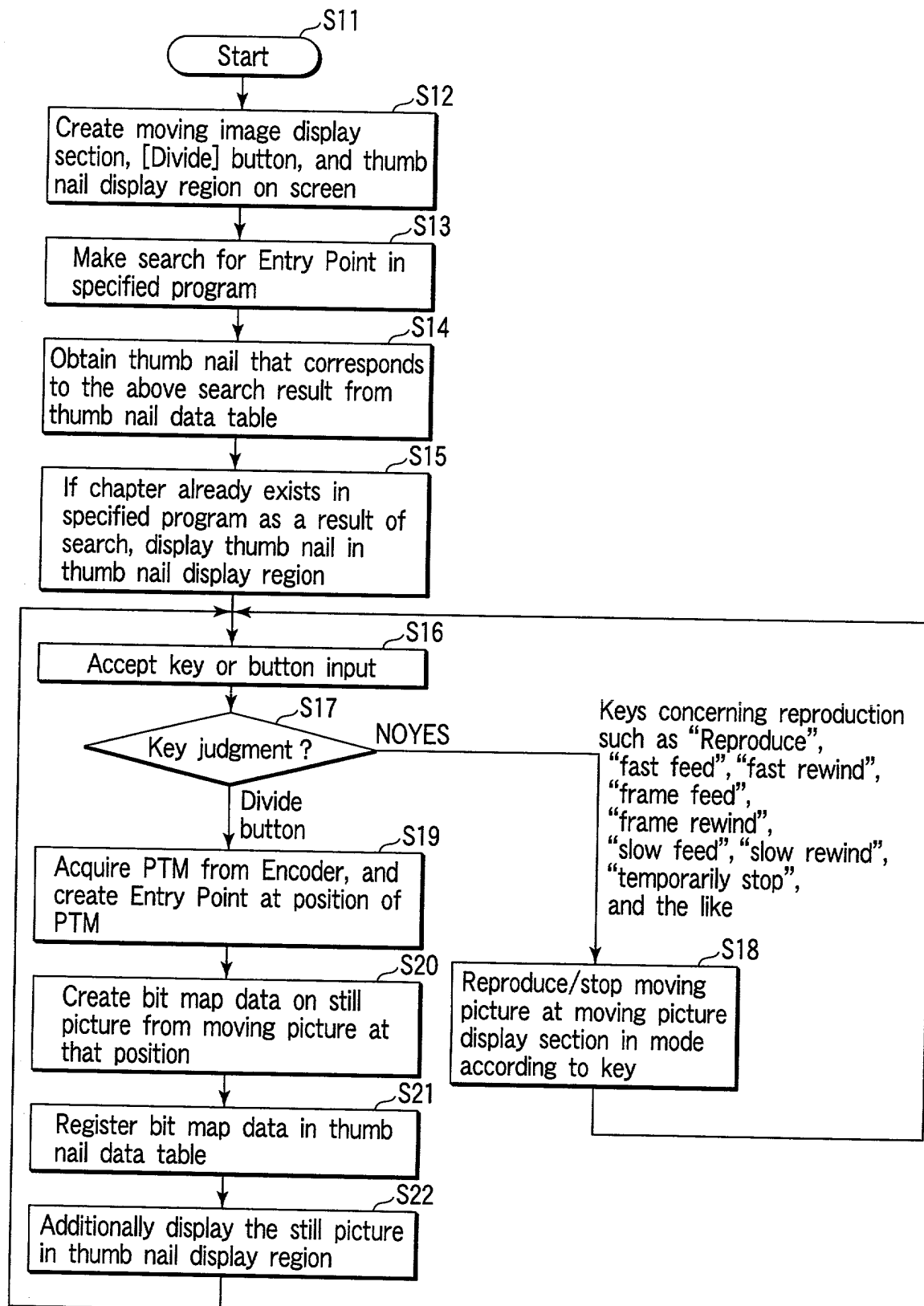


FIG. 10

Program #	Cell #	Entry Point #	Pointer for data on thumb nail 1
Program #	Cell #	Entry Point #	Pointer for data on thumb nail 2
Program #	Cell #	Entry Point #	Pointer for data on thumb nail 3
.....	.....	.....	.....
.....	.....	.....	.....
Program #	Cell #	Entry Point #	Pointer for data on thumb nail 999
Bit map data on thumb nail 1			
Bit map data on thumb nail 2			
Bit map data on thumb nail 3			
.....			
.....			
Bit map data on thumb nail 999			

FIG. 11

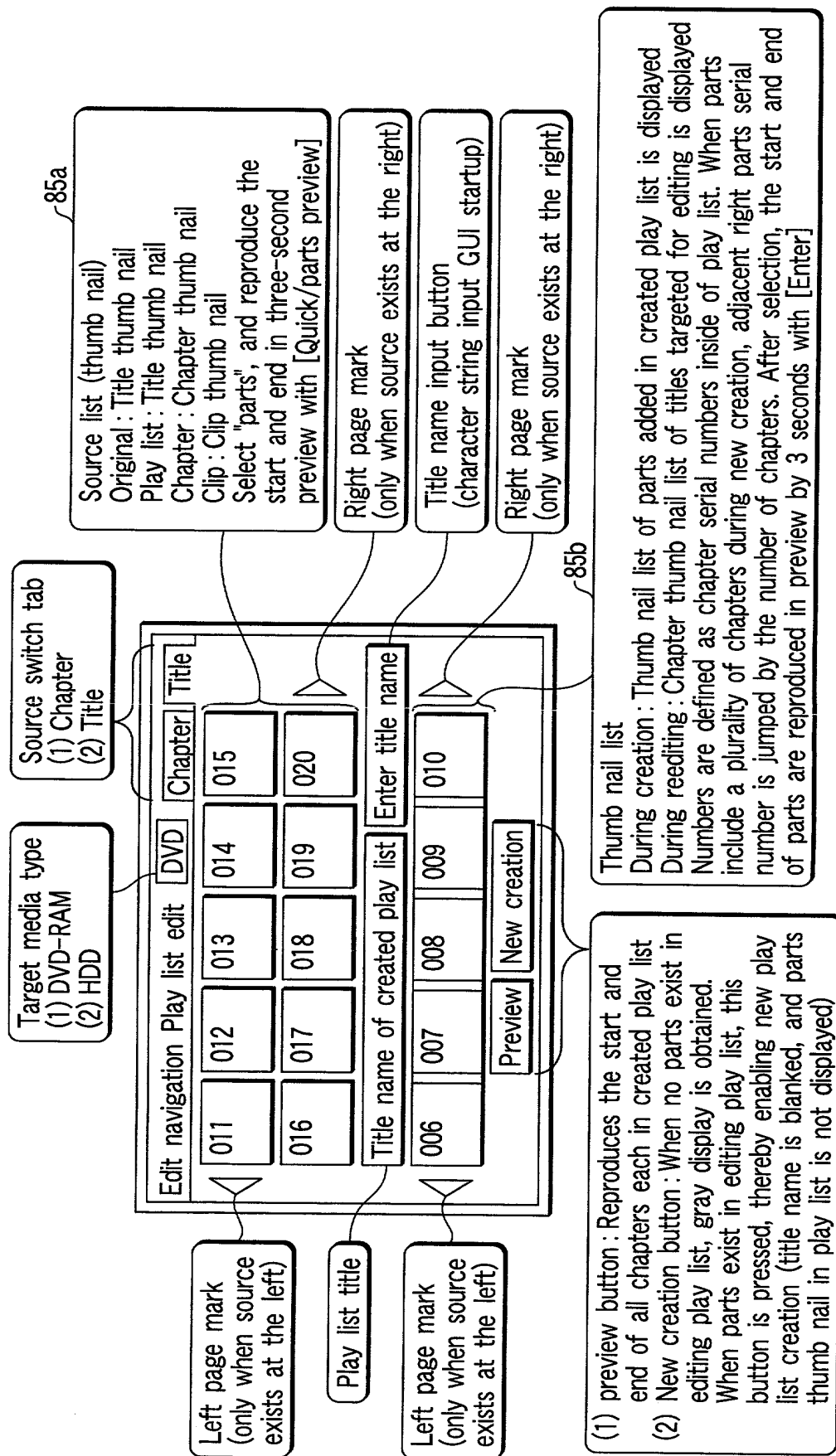
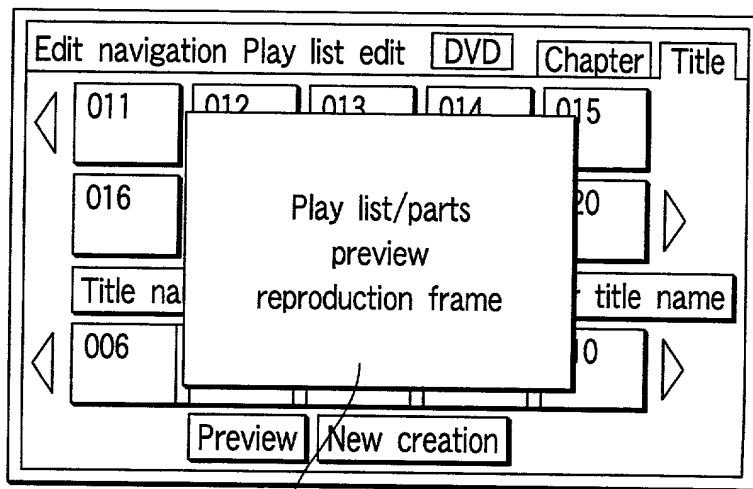


FIG. 12



Pop-Up window for carrying out preview reproduction of selected moving picture object (3 seconds at the start and end)

- (1) selected parts : From [Quick]
- (2) Incorporated parts : Select and press [Enter]
- (3) created play list : Press [Enter] after selecting preview button

FIG. 13

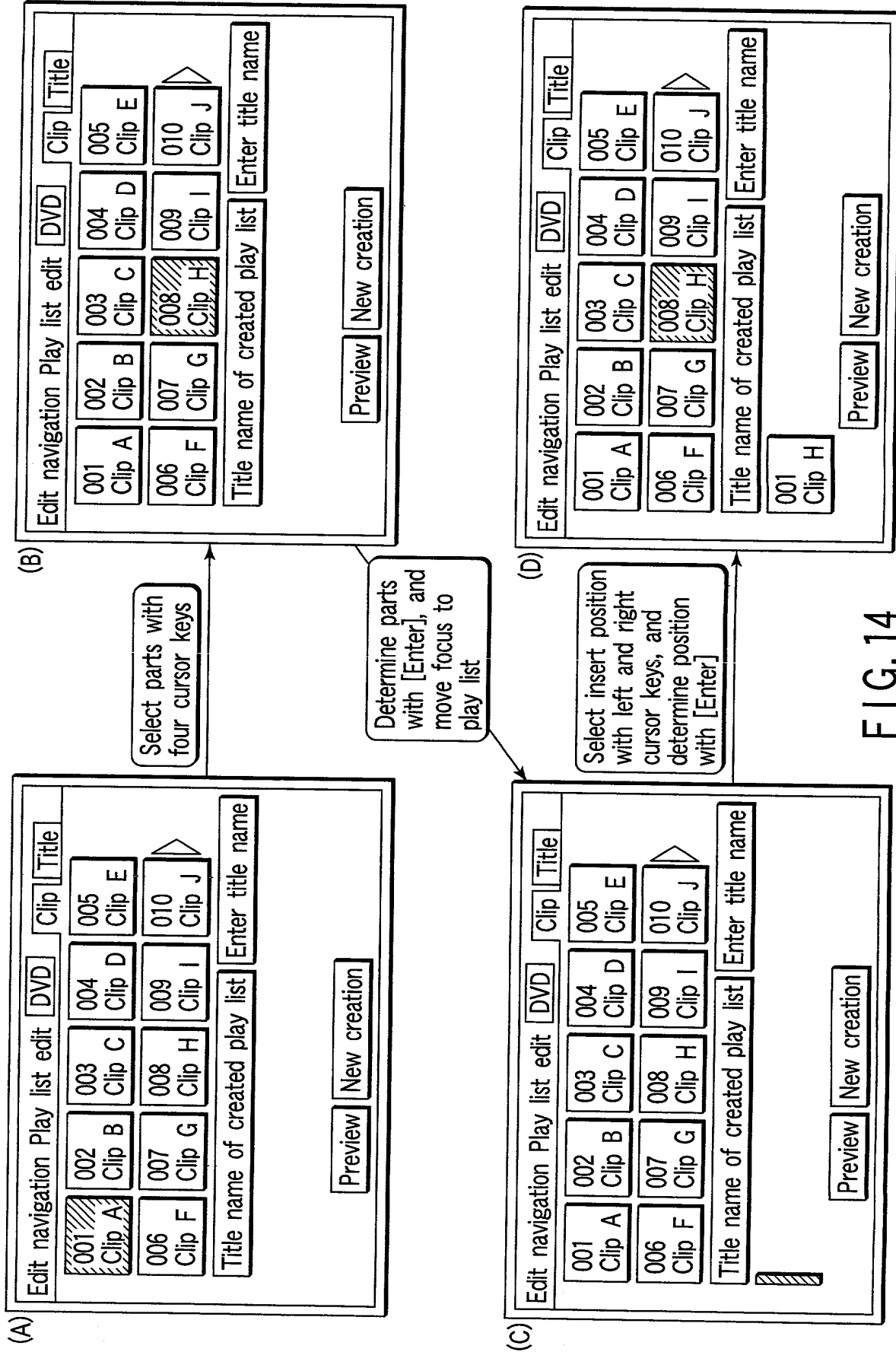


FIG. 14

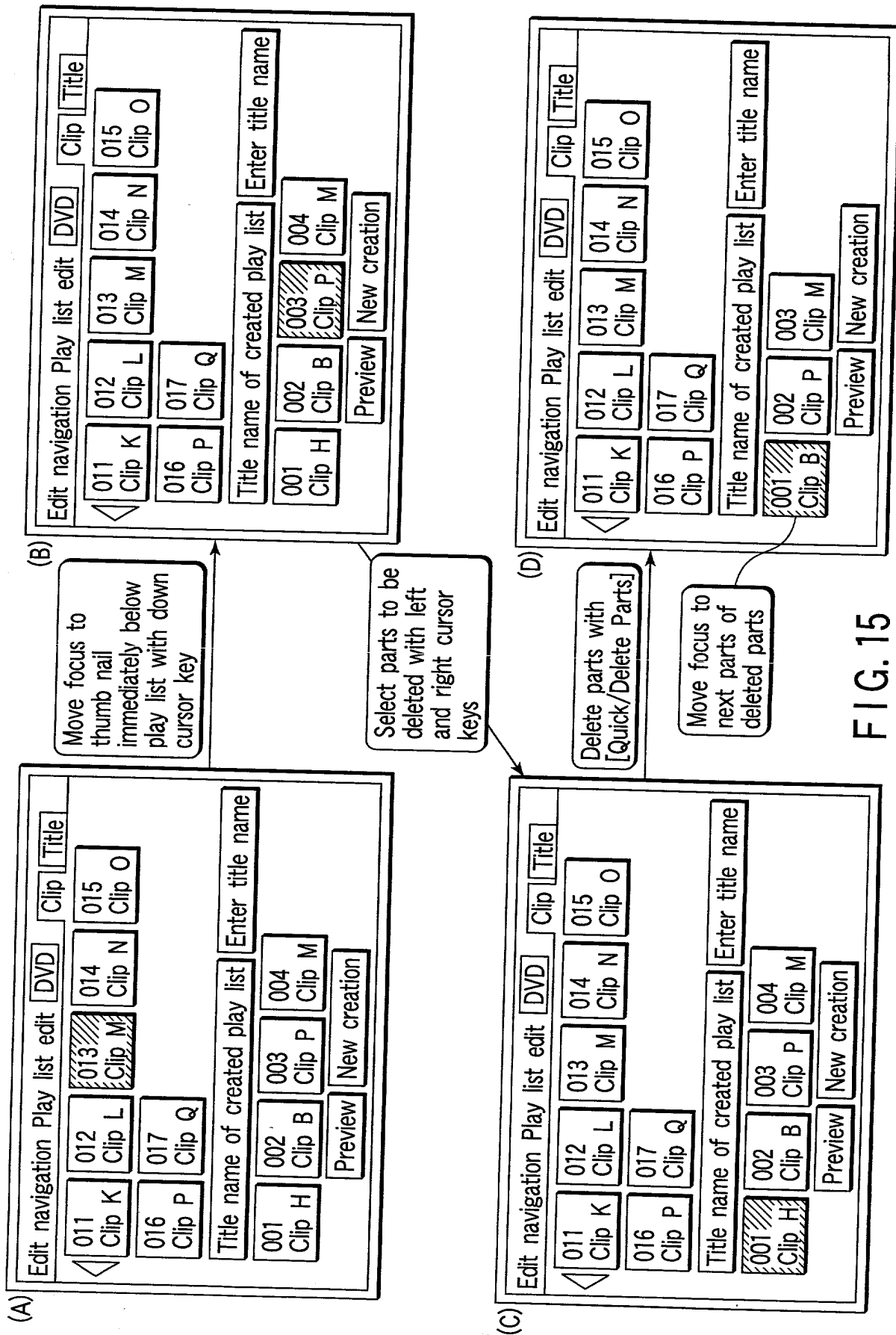


FIG. 15

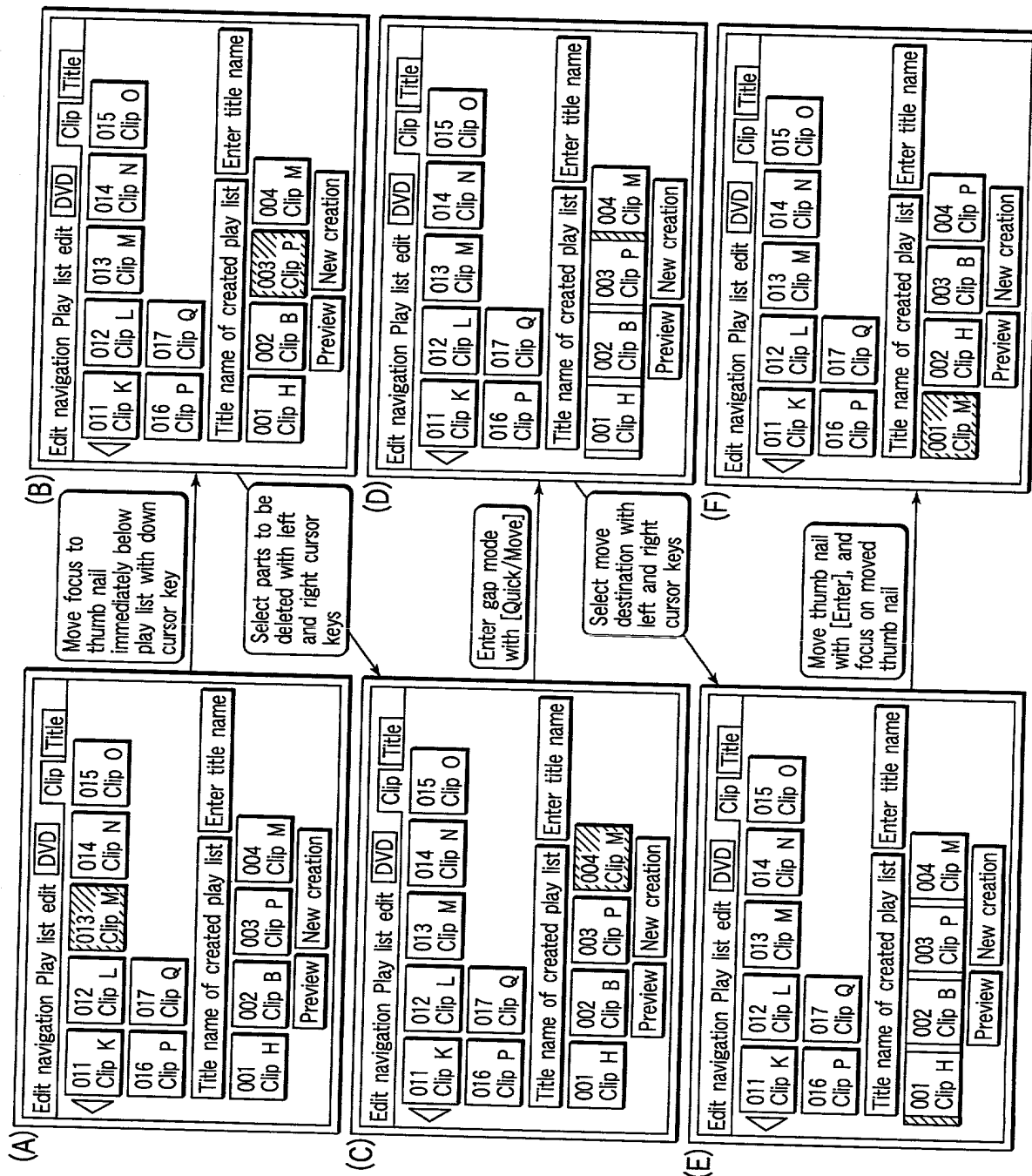


FIG. 16



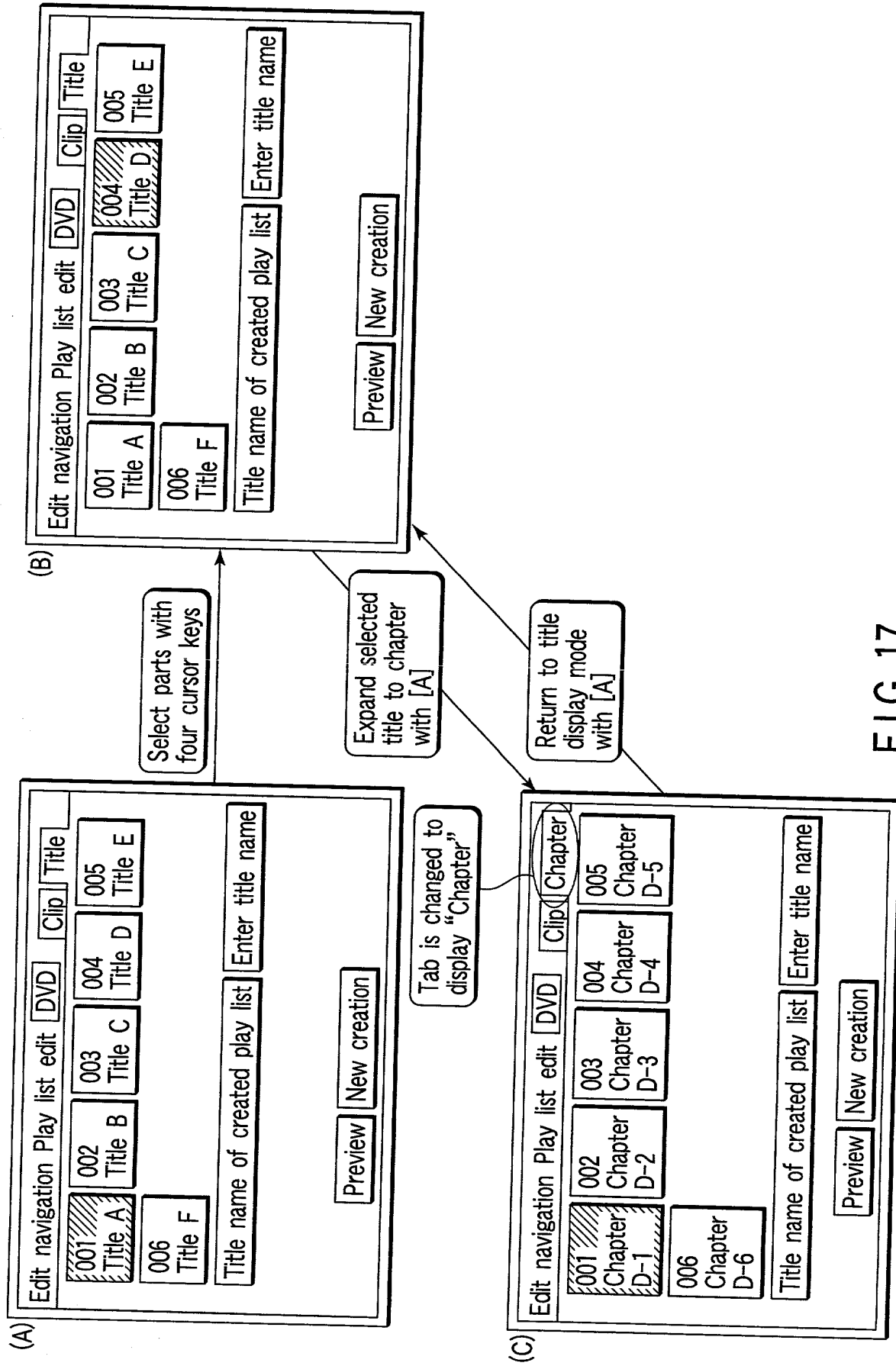


FIG. 17